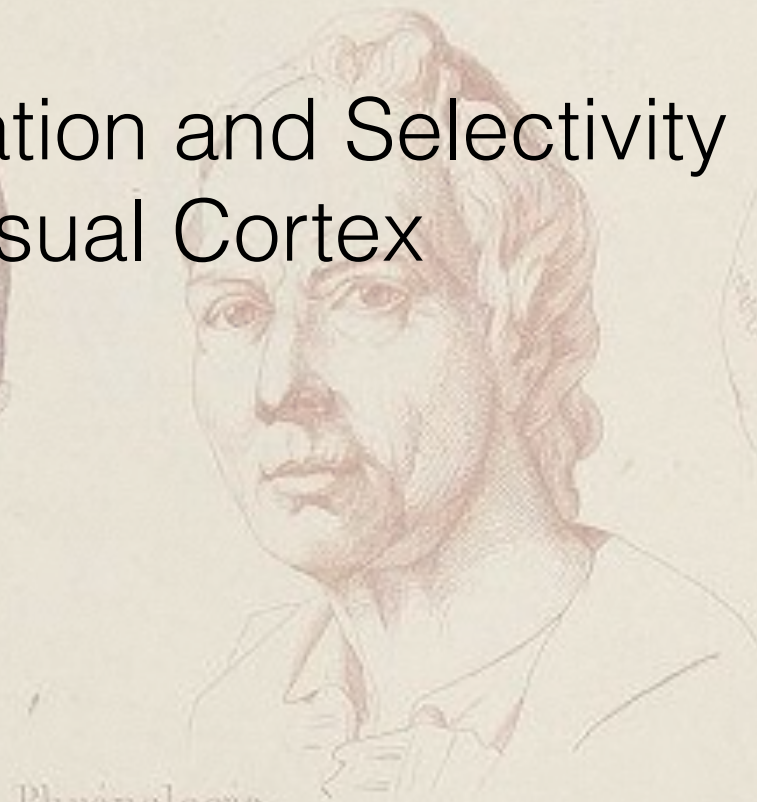
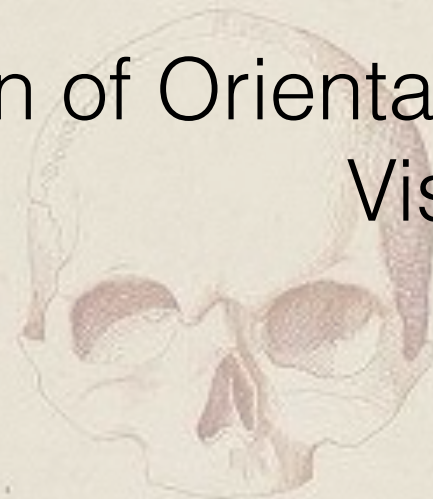


# Maps in the Brain

Visualisation of Orientation and Selectivity Maps of the Visual Cortex



Phrénologie

1. 2. 3. Division Phrénologique du Crâne d'après Gall.

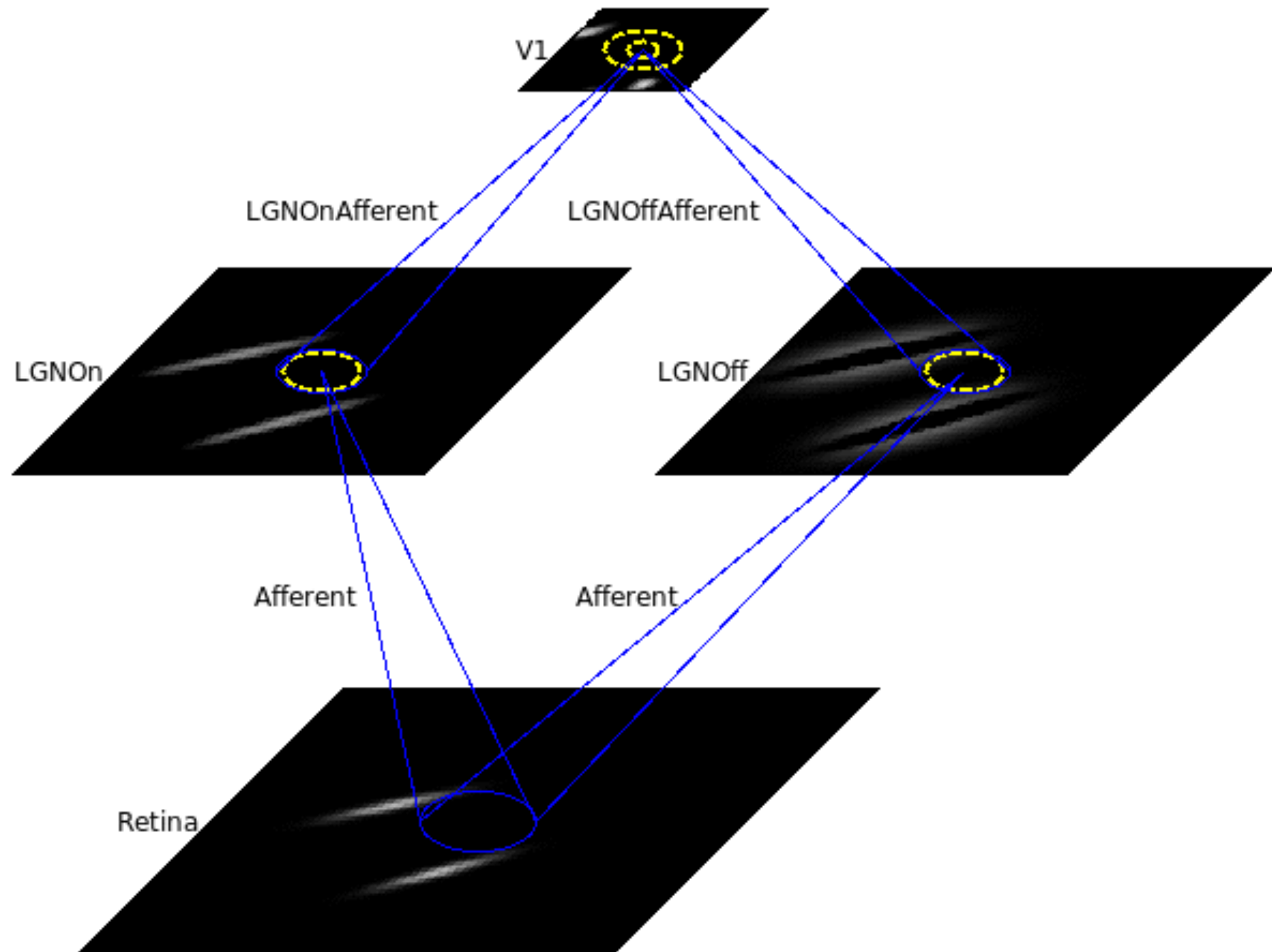
4. Buffon.

5. Descartes.

6. Gluck.

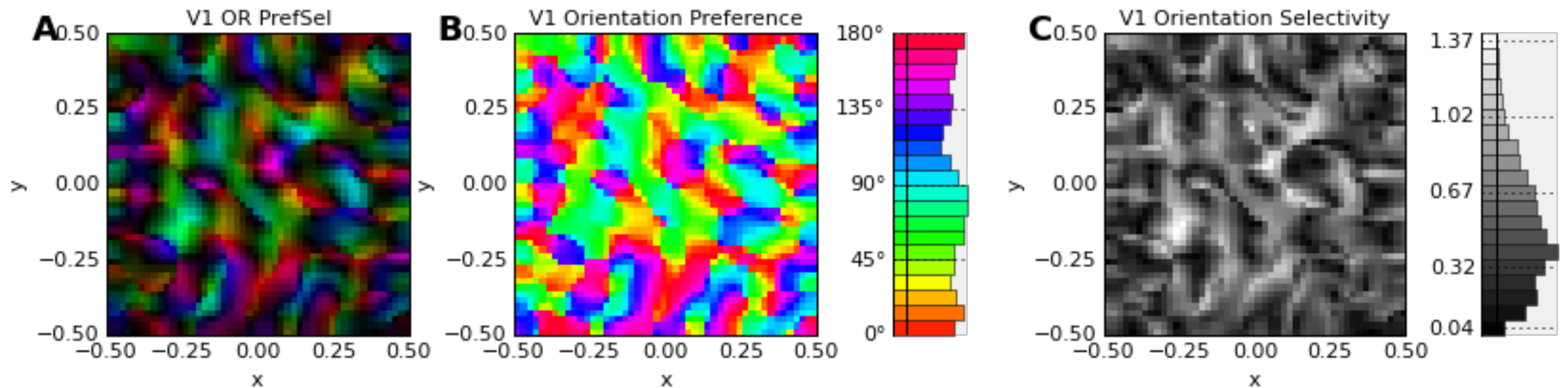
7. Raphaël.

# Topographica



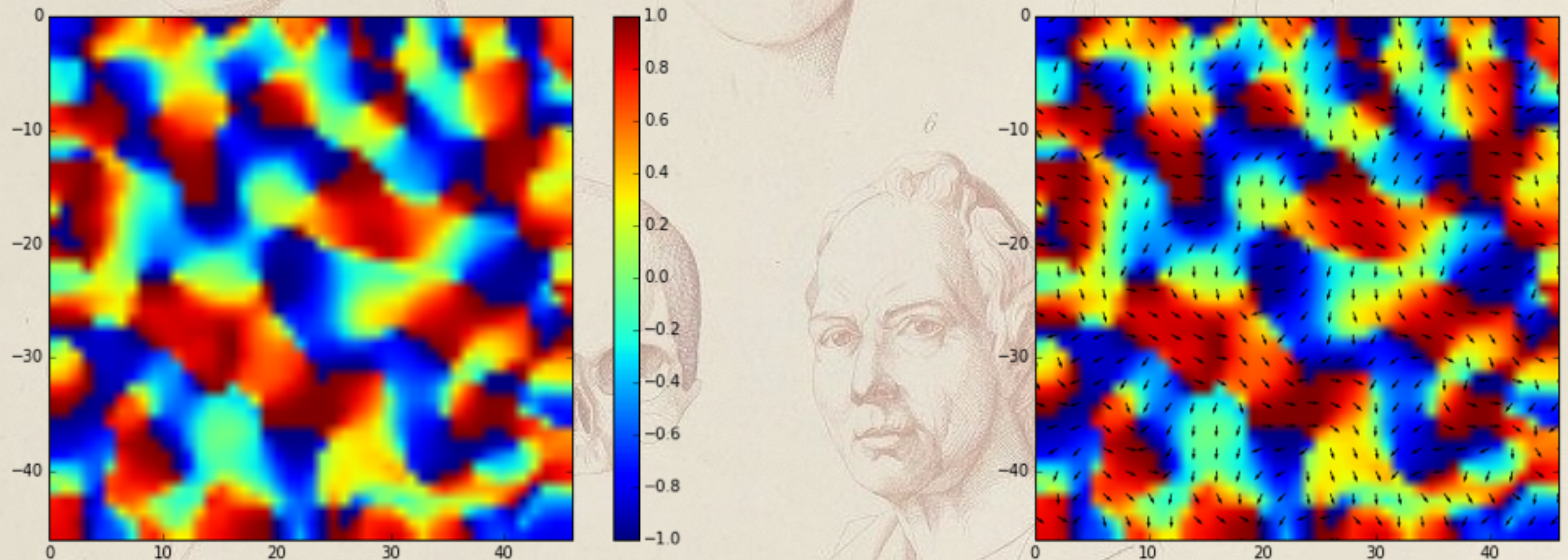


# Topographica (holoview)



# Orientation Preference Map

with Vector Field for orientation



1, 2, 3. Division Phrénologique du Crâne d'après Gall.

4. Buffon.

5. Descartes.

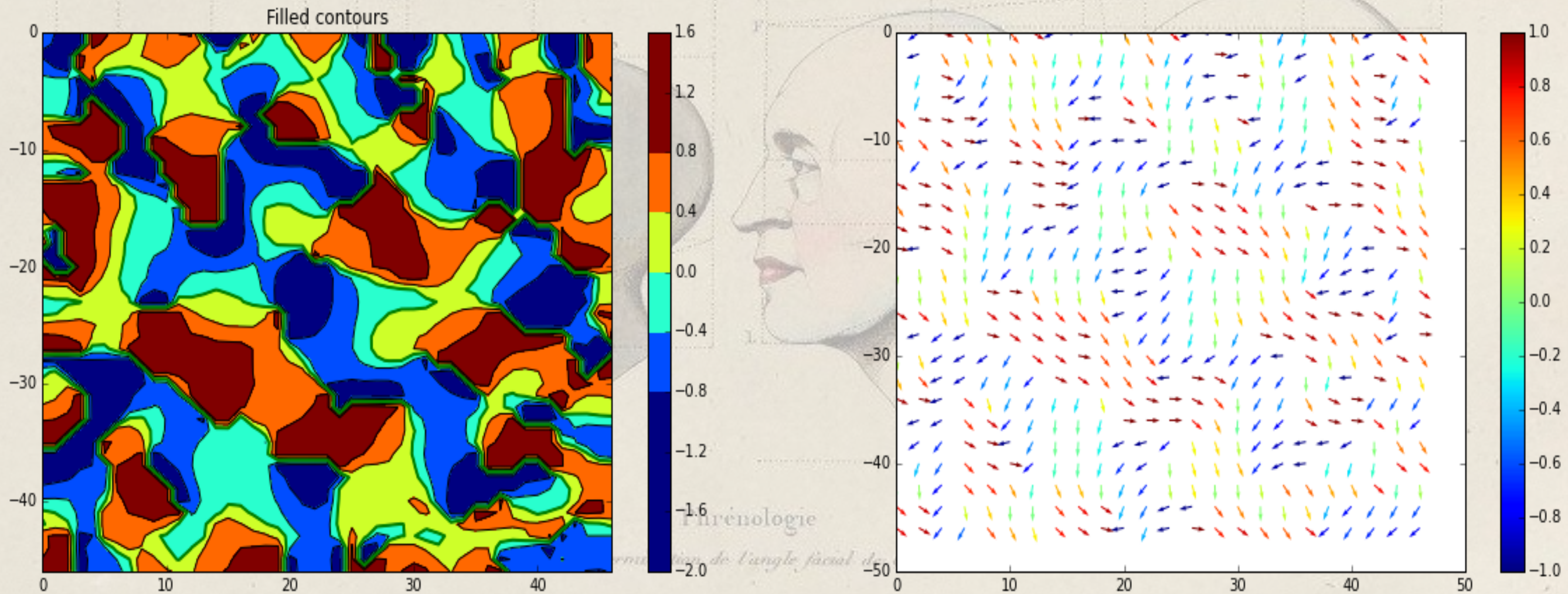
6. Gluck.

7. Raphaël.



# Orientation Preference Map

Contours and Coloured Vector Field

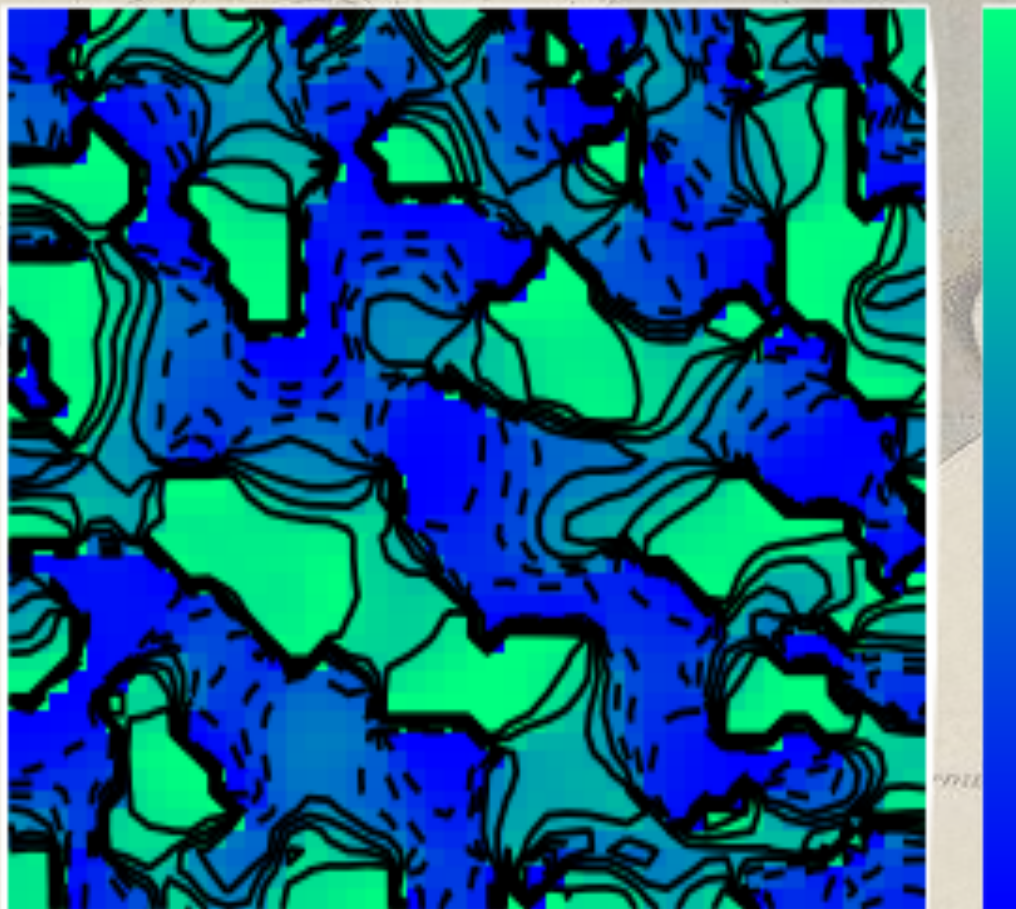




# Orientation Preference Map

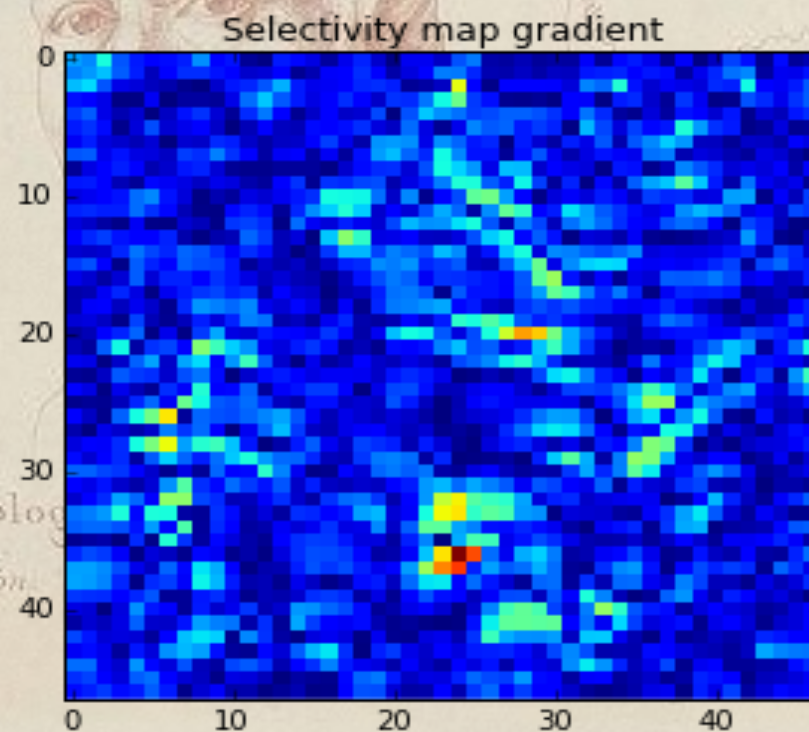
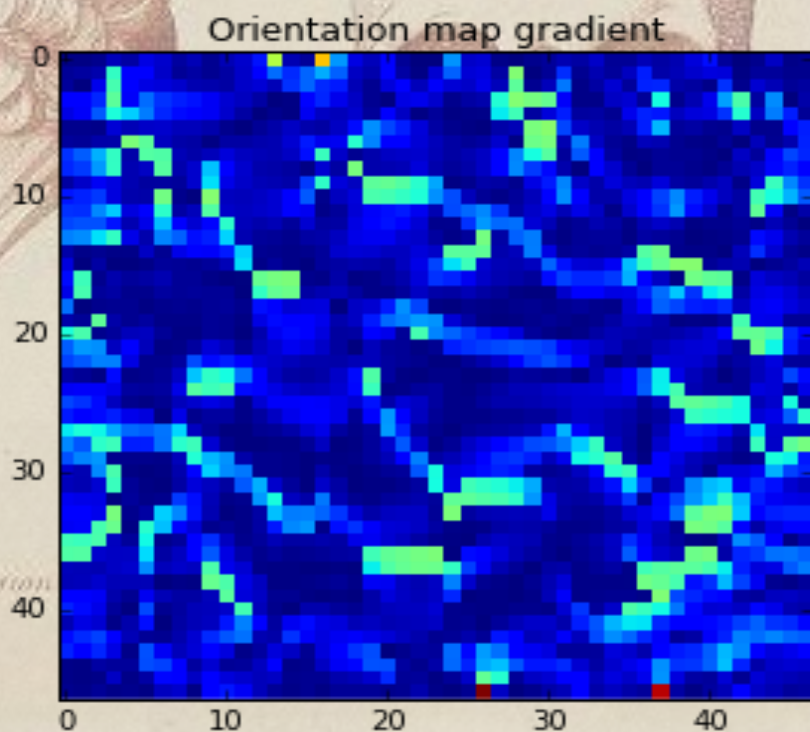
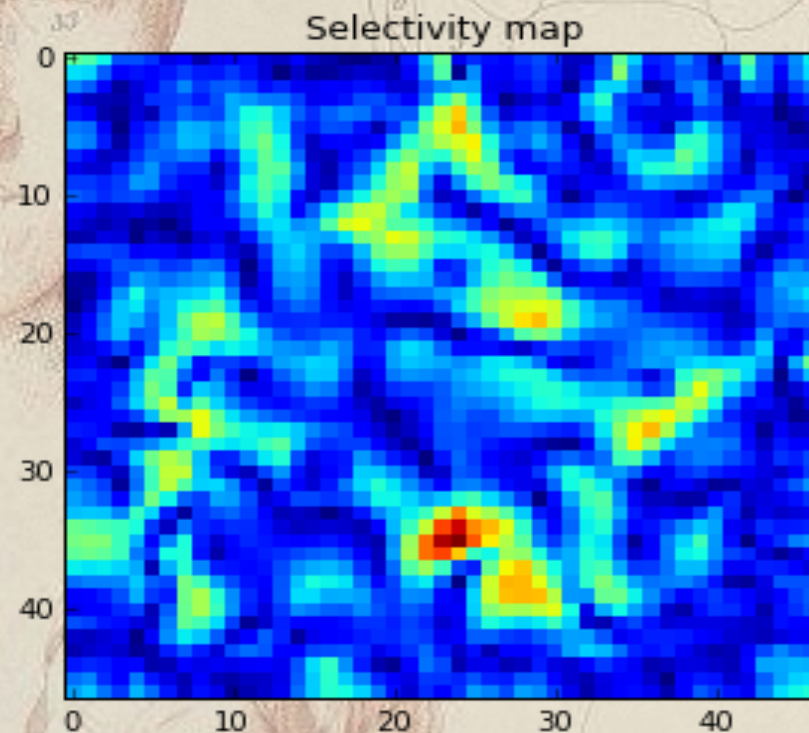
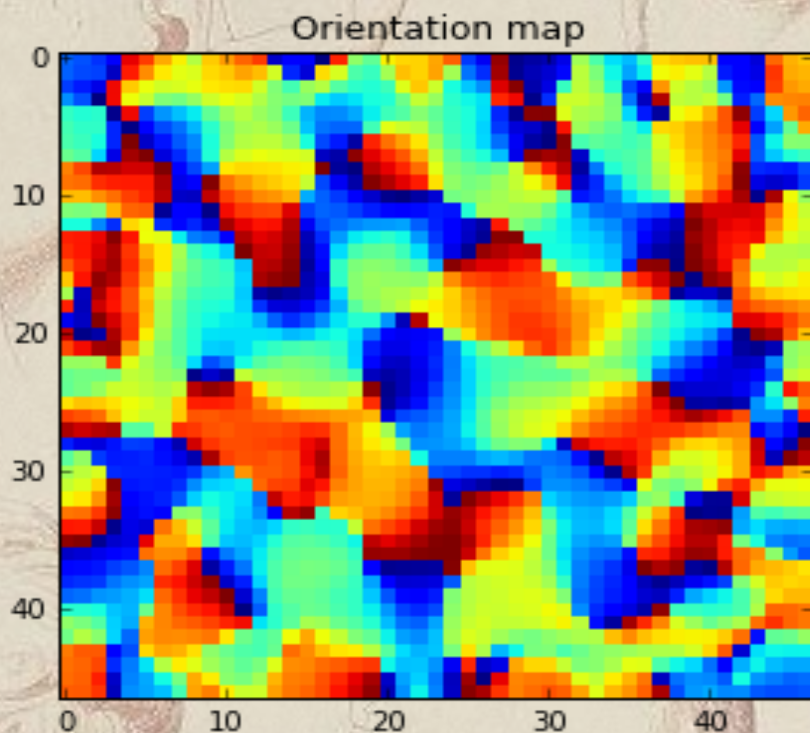
Something for the  
Brain-Art Contest

Horizontal vs. Vertical  
(custom colormap)



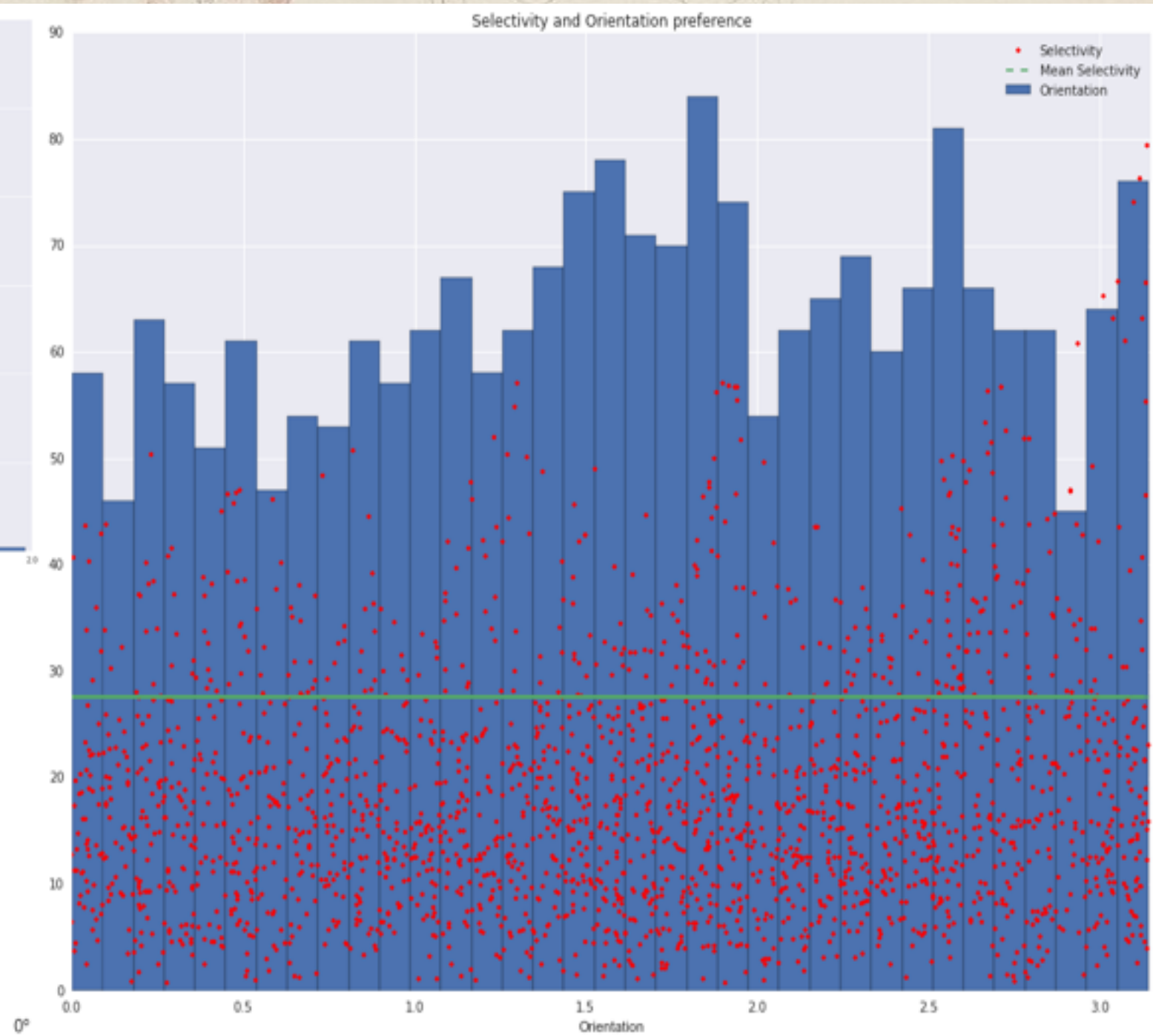
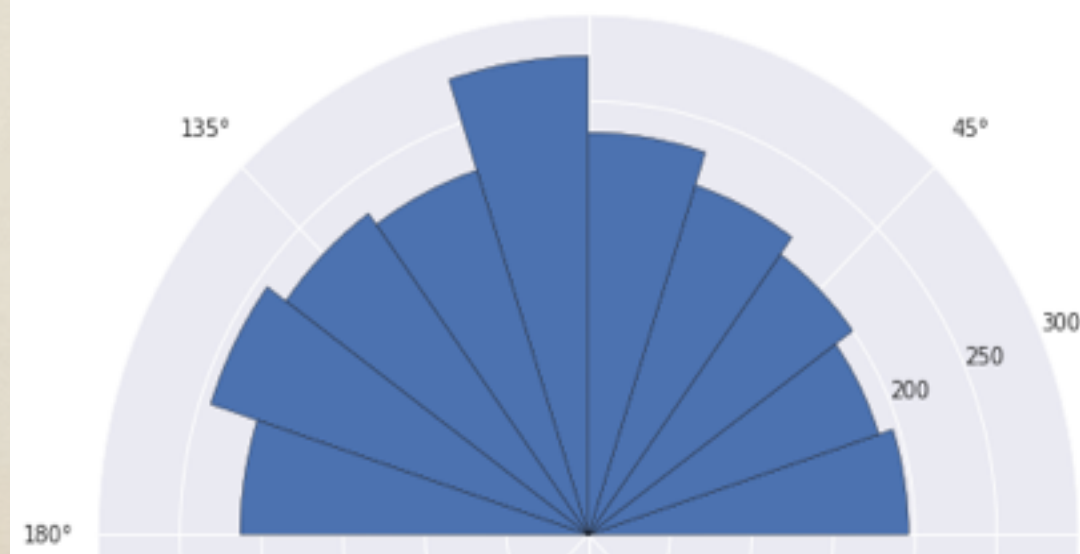
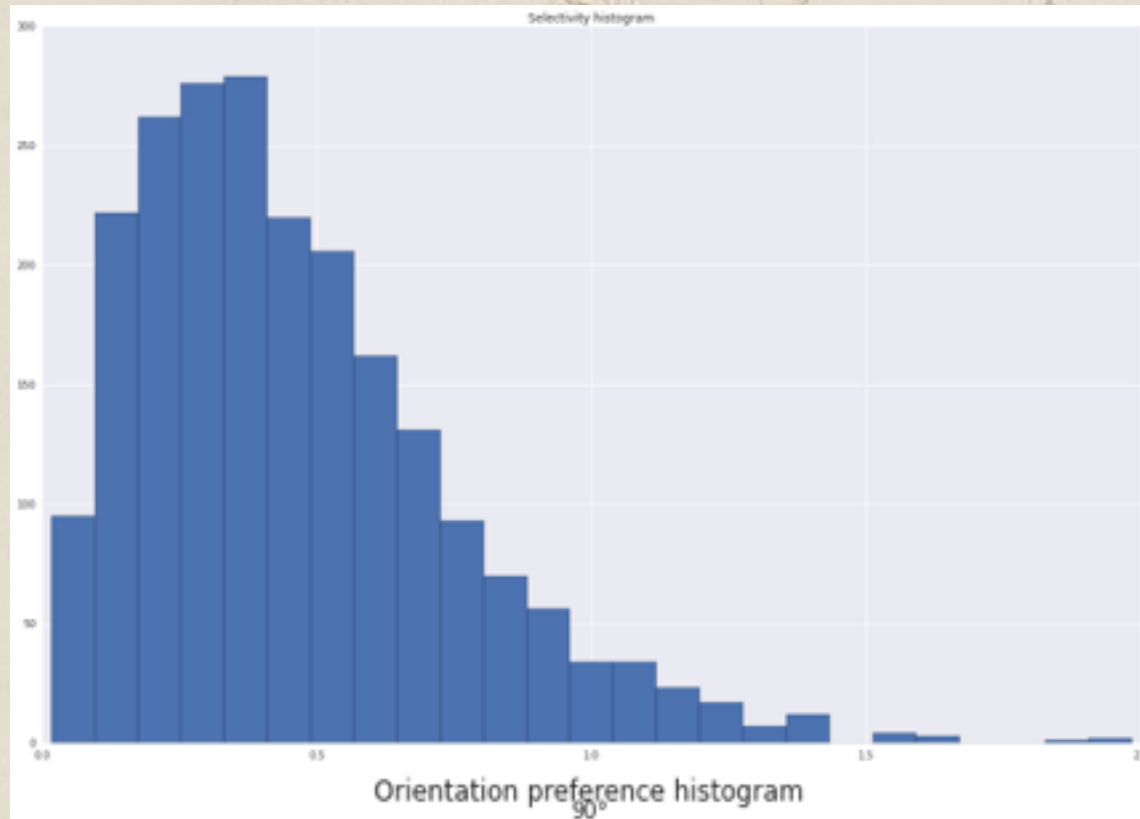


# Map Gradient





# Let numbers be numbers





Pl. 497

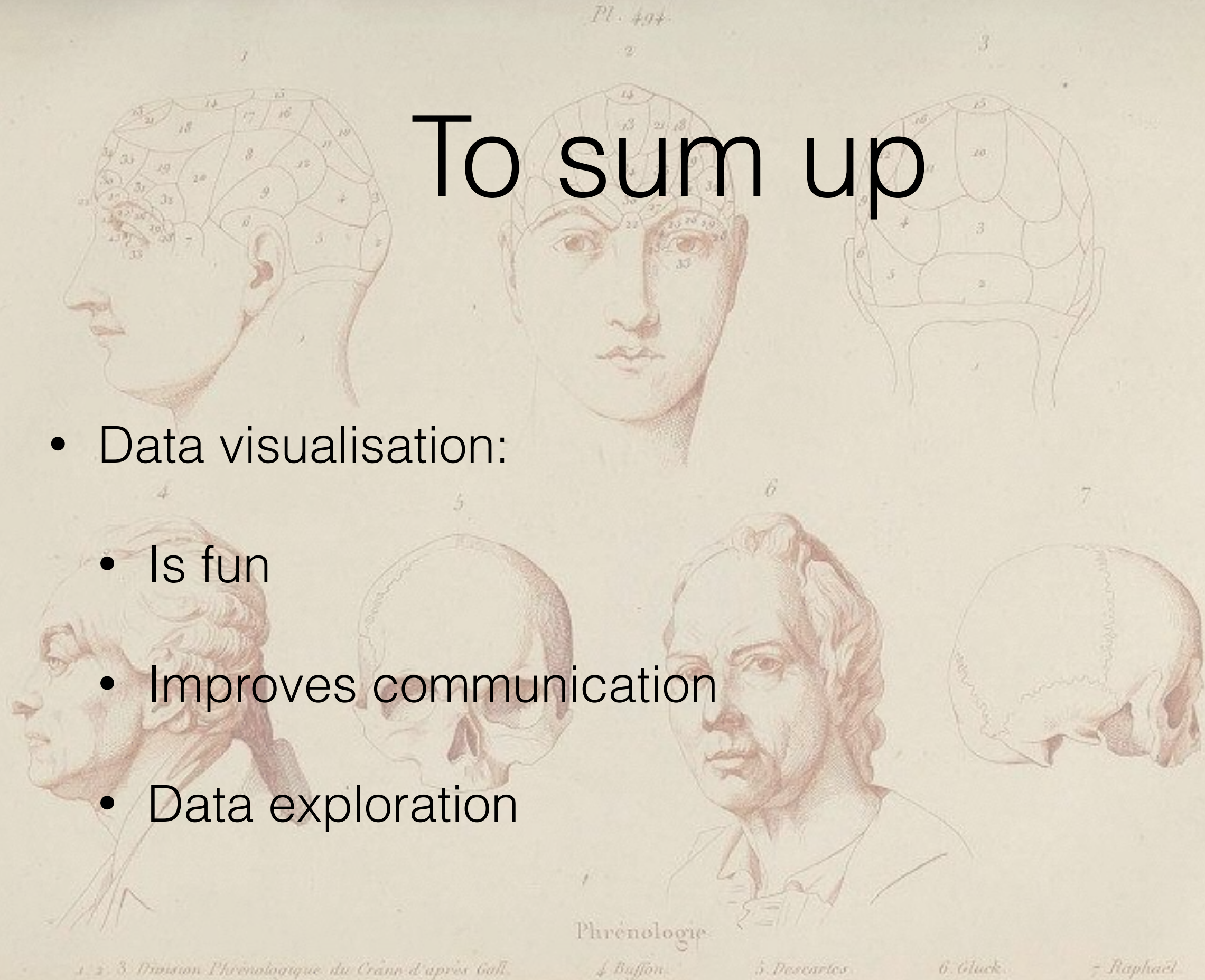
# And then go wild





# To sum up

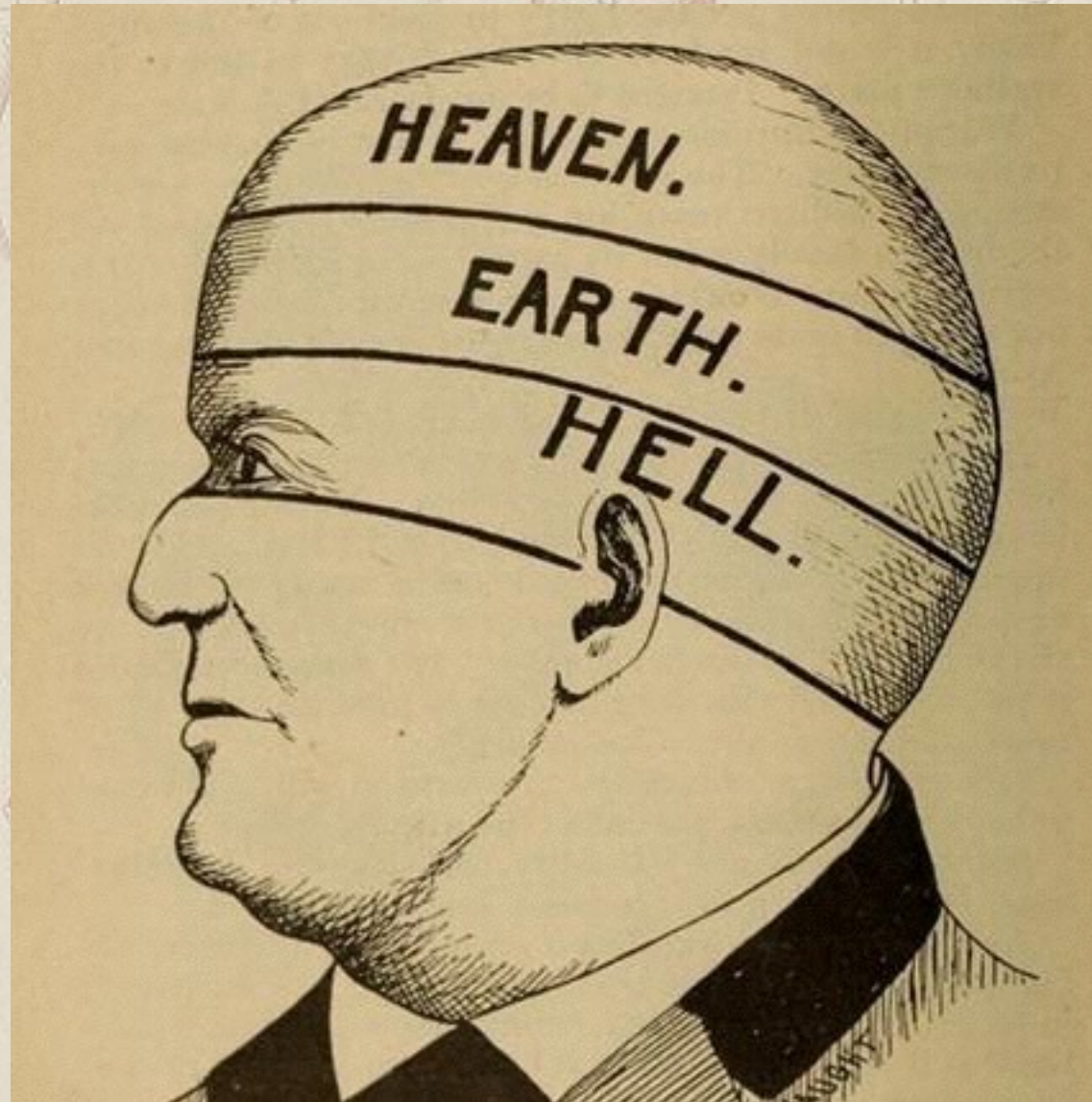
- Data visualisation:
- Is fun
- Improves communication
- Data exploration





Pl. 497

# This is the End



Phrenologie

1. 2. 3. Division Phrenologie

[https://github.com/aniv0s/V1Maps\\_Visu](https://github.com/aniv0s/V1Maps_Visu)